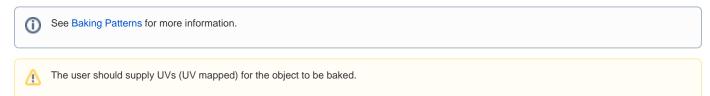
Baking

Baking out textures involves two easy steps.



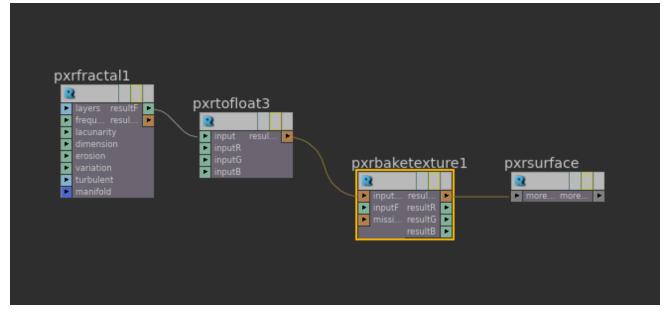
Set Bake Hider

Instead of using raytrace, set it to bake.

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Add PxrBakeTexture

In your RIS Network, add a PxrBakeTexture VOP. Wire its output to a PxrSurface color parameter so it will get evaluated.



In the PxrBakeTexture VOP, set its output FileName. See PxrBakeTexture for descriptions of each parameter.

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